

WORLD CUP & PREMIER SOCCER MATCH RULES AND POLICIES

1. GENERAL

- 1.1 Opposing coaches and players should shake hands after each game.
- 1.2 Coaches and players should shake hands with the referee after each game.
- 1.3 Spectators should not coach or instruct players during the game.
- 1.4 No foul language or gestures.
- 1.5 No derogatory comments to players, referees, coaches, or spectators.
- 1.6 Suspend or abandon matches when lightning is near.

2. THE FIELD

2.1 Field Dimensions:

- World Cup - Approximately 55 x 23 yards. Reasonable variations are allowed.
- Premier – Approximately 61 x 45 yards. Reasonable variations are allowed.

2.2 Spectators shall not sit or stand behind the goal line.

2.3 Coaches: Should remain in the coaches and players technical area at all times. If the technical area is not defined (lined), it shall be considered to extend 7.5 yards to either side of the halfway line (total area shall be 15 yards long).

3. THE BALL

- 3.1 Size four (4).
- 3.2 Each team shall be prepared to supply a game ball. The referee shall choose the ball to be used.

4. NUMBER OF PLAYERS AND SUBSTITUTIONS

- 4.1 Maximum number of players on field - Seven (7), including a goalkeeper for World Cup and nine (9) including goalkeeper for Premier. Substitutions should be at coach's discretion or when needed. Players are allowed to sub in and out as many times as coaches choose but must get ref approval.
- 4.2 Maximum number of players on the roster shall not exceed (12). Exception: If commissioner determines that more players must be distributed to each roster.

5. PLAYER EQUIPMENT

- 5.1 Tennis shoes or soft-cleated soccer shoes. No toe cleat or metal cleats/spikes allowed.
- 5.2 **Shin guards are mandatory.**
- 5.3. Socks must be pulled up to completely cover the shin guards.
- 5.4 If both teams are wearing similar colored jerseys one team may wear pinnies to differentiate the two teams.
 - 5.4.1 At the direction of the referee, a goalkeeper may be required to change jerseys.

5.5 No jewelry (necklaces, bracelets, rings, earrings) or metal hair bows/pins. Bracelets are defined as any object encircling the wrist or arm. Exception: Medical Alert

6. REFEREE

6.1 One (1) center referee, properly licensed. Referee shall be assigned by the League.

6.2 In the event a referee does not show up for the match, upon agreement by both coaches, a referee may be appointed on-site for purposes of playing the match. If both coaches cannot agree, then the match must be rescheduled.

7. DURATION OF GAME

8.1 The game shall be divided into two (2) equal halves, each lasting 20 - 25 minutes for world cup and 25 minutes halves for Premier. In times of hot weather, the referee may, at his/her discretion, separate the game into equal quarters, allowing for a two-minute water-break between quarters. The referee should inform the coaches prior to the start of the match of this intent.

8.2 There shall be a half-time break of ten (10) minutes.

8.3 It is the referee's discretion as to whether time will be added to the match to compensate for time lost due to serious injuries or other significant stoppages in play. Under normal circumstances, typical injuries will not result in time added to the match. Subsequent games scheduled following the conclusion of the current game may factor into the referee's decision, i.e. need to stay on schedule.

8. THE START OF PLAY

9.1 A coin toss determines which team is on each end of the field at the start of the match. The team which wins the coin toss chooses the end of the field they will attack. The other team kicks off for the first half.

9.2 Teams switch ends of the field for the second half of the match. The team which did not kick off in the first half kicks off to start the second half.

10. BALL IN AND OUT OF PLAY

10.1 Ball must completely cross the touch line to be considered out of bounds.

10.2 Ball must completely cross the goal line to be considered a goal.

10.3 The ball is still in play even if it hits a corner flat, goal post, crossbar, or the referee.

11. METHOD OF SCORING

11.1 Standard score-keeping shall apply.

11.2 Matches may end in a tie. Play will not be extended (no overtime, no kicks from the mark, etc.).

12. OFFSIDE

12.1 Obvious (blatant) offside shall be called. Examples: Attacking player positioned 5 yards beyond the second to last defender; attacking player "hanging out" in front of the opponent's goal.

13. FOULS AND MISCONDUCT

13.1 All fouls will conform to FIFA rules.

14. FREE KICKS

14.1 Penalty kicks shall conform to FIFA rules

14.2 The kicking team may request, at its discretion, that opponents be (10) yards away from the ball before the kick is taken.

15. PENALTY KICKS

15.1 Penalty kicks shall conform to FIFA rules.

16. THROW-INS

16.1 Throw-ins shall conform to FIFA rules.

17. GOAL KICKS

17.1 Goal kicks shall conform to FIFA rules.

18. CORNER KICKS

18.1 Opponents must be (10) yards away from the ball.